1. MACHINE LANGUAGE ~~~~ BALLY NOTES

LOCATIONS	23	22	21	20
	1	1	1	1
	2	2	2	2
	4	4	4	4
	8	8	8	8
	16	16	16	16
	32	32	32	32

100

Key values

LOCATION

15 = 1

16 = 16 WHEN TRIGGER PULLED ON CONT #1

16 = Joy stick

5, 1, 9, 4, 8, 6, 2, 10

28 = CNTR KNOB 1
29 = " " 2
30 = " " 3
31 = " " 4

17 CNTR #2 TR 16
18 #3 TR 16
19 #4 TR 16

&( ) check & + Key Pressed used.

memory &16 = master ocillator
&17 = A "
&18 = B "
&19 = C "

&20 = VIBRATO

BaLLY BASIC NOTES

1. &(8) = 255 WILL ReSET MACHINE

2. &(9), &(10) work ON SCReeN

3. &(~~22~~ 21) NOISE

4. &(4) = value flash screen

5. GOSUB A where A = VaLid LINE works.
   IE. 10 A = 10
   20 GOSUB A) VaLID

6. &(0) causes FLASHING + OUT OF Focus

7 &(0) = 0 BLack SCReeN

8 &(10) = 0 ERase + NO PRINT ✓

9. &(10) = 128 HALF SCReeN Display

10. &(13) wiped out PGM
&(13) = 0 Resets Like (H) Key
&(13) = 255 Produced a Long TONE, UNINTERRUPTABLE
&(13) = 7 TONE + SCReeN PATTERN
&(13) = 4 BLACKS SCReeN THEN Resets
&(13) = 5 MANY Pattern + TONE

11. $(14) = 240 resets machine

12. : RETURN at beginning of PGM
+ WORDS RUN + GO at end of
PGM to tape will auto start PGM.